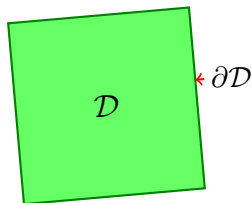


WaveToy Thorn: Wave Equation

For a given source function $S(x, y, z, t)$ find a scalar wave field $\varphi(x, y, z, t)$ inside the domain \mathcal{D} with a boundary condition:



- inside \mathcal{D} :

$$\frac{\partial^2 \varphi}{\partial t^2} = c^2 \Delta \varphi + S$$

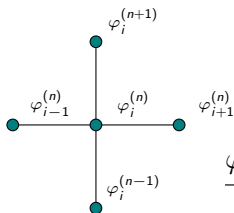
- on the boundary $\partial\mathcal{D}$:

$$\varphi|_{\partial\mathcal{D}} = 0$$

WaveToy Thorn: Discretization

Discretization:

approximating continuous function $\varphi(x, y, t)$ with a grid function $\varphi_{i,j}^{(n)}$:



$$\frac{\partial^2 \varphi}{\partial t^2} = c^2 (\partial_x^2 \varphi + \partial_y^2 \varphi) + S$$

$$\Downarrow (c \equiv 1)$$

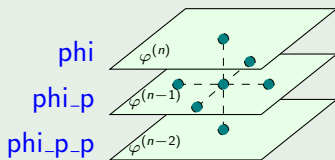
$$\frac{\varphi_{i,j}^{(n+1)} - 2\varphi_{i,j}^{(n)} + \varphi_{i,j}^{(n-1)}}{2\Delta t^2} = \frac{\varphi_{i+1,j}^{(n)} - 2\varphi_{i,j}^{(n)} + \varphi_{i-1,j}^{(n)}}{2\Delta x^2} + \frac{\varphi_{i,j+1}^{(n)} - 2\varphi_{i,j}^{(n)} + \varphi_{i,j-1}^{(n)}}{2\Delta y^2} + S_{i,j}^{(n)}$$

WaveToy Thorn

Thorn structure:

interface.ccl

- grid function `phi[3]`:



- `Boundary_SelectVarForBC`

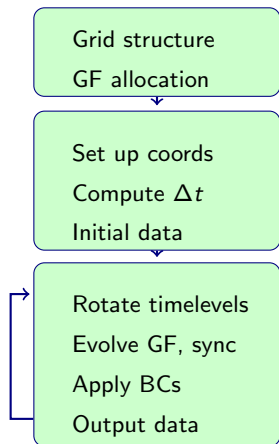
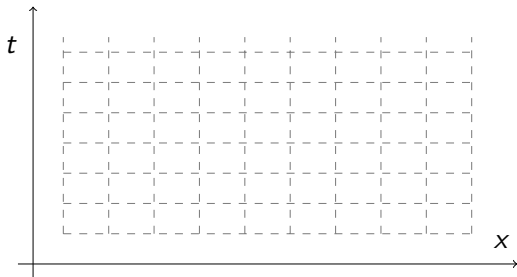
param.ccl

- Parameters of initial Gaussian pulse:
amplitude A , radius R ,
width σ

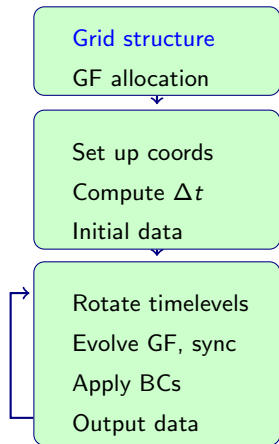
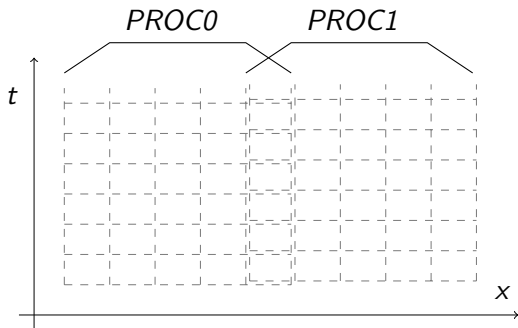
schedule.ccl

- `WaveToy_InitialData`
- `WaveToy_Evolution`
- `WaveToy_Boundaries`

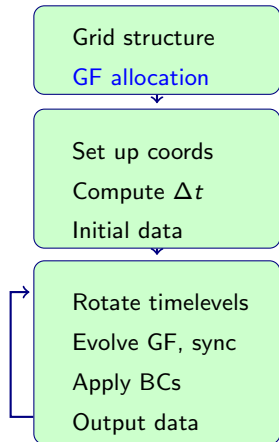
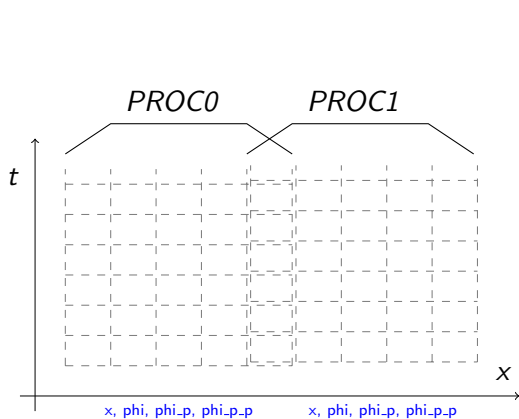
WaveToy Thorn: Algorithm Illustration



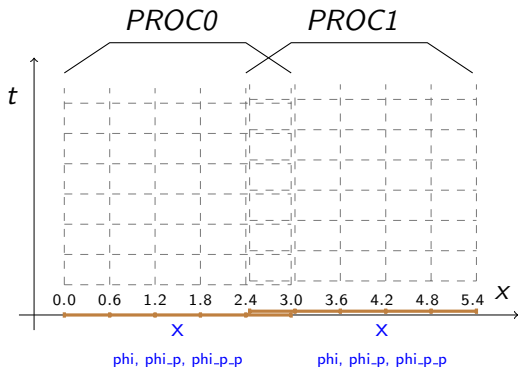
WaveToy Thorn: Algorithm Illustration



WaveToy Thorn: Algorithm Illustration



WaveToy Thorn: Algorithm Illustration

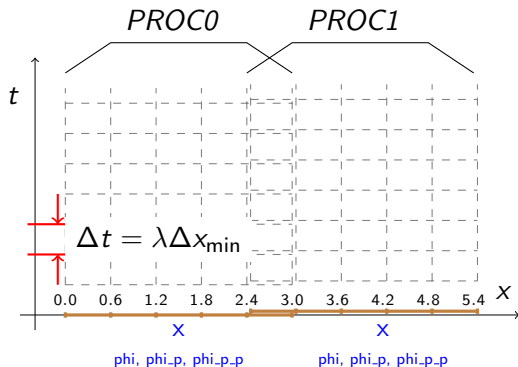


Grid structure
GF allocation

Set up coords
Compute Δt
Initial data

Rotate timelevels
Evolve GF, sync
Apply BCs
Output data

WaveToy Thorn: Algorithm Illustration

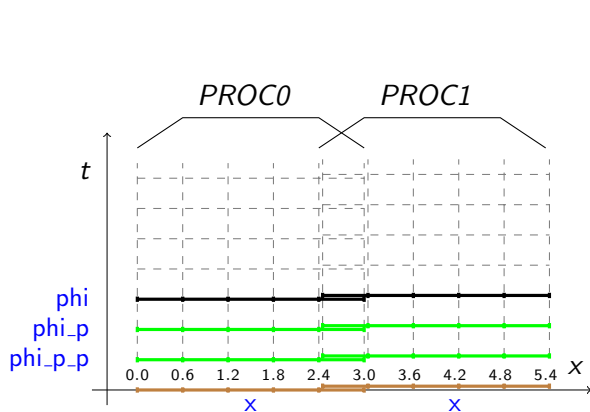


Grid structure
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WaveToy Thorn: Algorithm Illustration

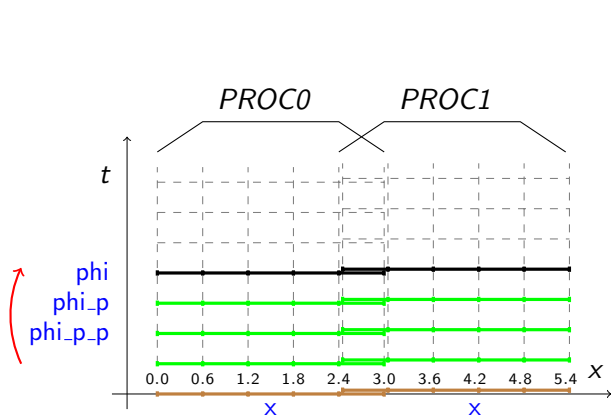


Grid structure
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Apply BCs
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WaveToy Thorn: Algorithm Illustration

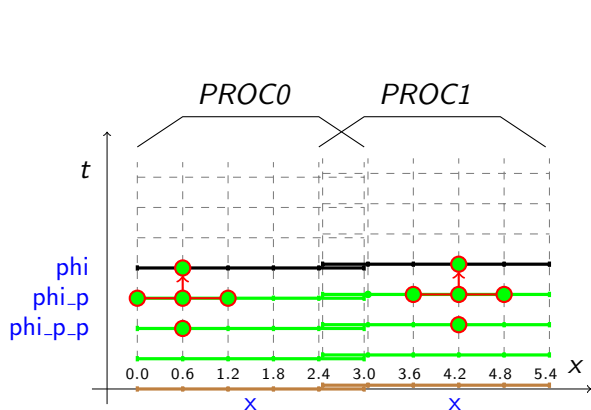


Grid structure
GF allocation

Set up coords
Compute Δt
Initial data

Rotate timelevels
Evolve GF, sync
Apply BCs
Output data

WaveToy Thorn: Algorithm Illustration

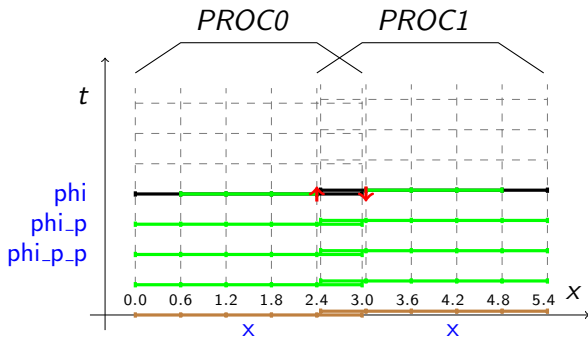


Grid structure
GF allocation

Set up coords
Compute Δt
Initial data

Rotate timelevels
Evolve GF, sync
Apply BCs
Output data

WaveToy Thorn: Algorithm Illustration

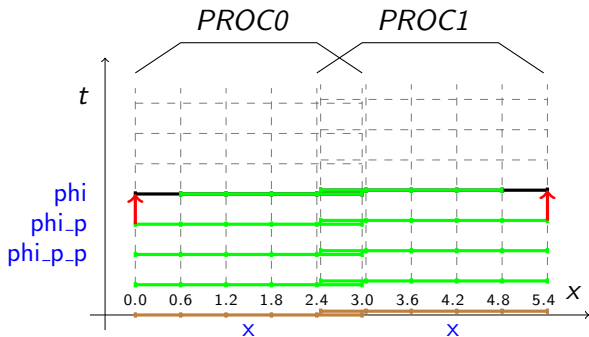


Grid structure
GF allocation

Set up coords
Compute Δt
Initial data

Rotate timelevels
Evolve GF, *sync*
Apply BCs
Output data

WaveToy Thorn: Algorithm Illustration

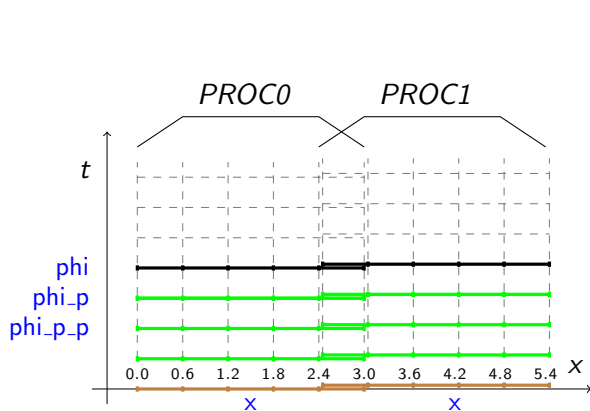


Grid structure
GF allocation

Set up coords
Compute Δt
Initial data

Rotate timelevels
Evolve GF, sync
Apply BCs
Output data

WaveToy Thorn: Algorithm Illustration

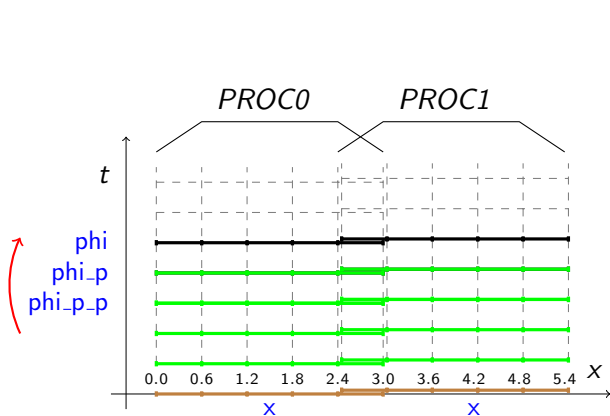


Grid structure
GF allocation

Set up coords
Compute Δt
Initial data

Rotate timelevels
Evolve GF, sync
Apply BCs
Output data

WaveToy Thorn: Algorithm Illustration



Grid structure
GF allocation

Set up coords
Compute Δt
Initial data

Rotate timelevels
Evolve GF, sync
Apply BCs
Output data

WaveToy Thorn

Directory structure:

```
WaveToy/  
|-- COPYRIGHT  
|-- README  
|-- configuration.ccl  
|-- doc  
|   '-- documentation.tex  
|-- interface.ccl  
|-- schedule.ccl  
|-- param.ccl  
'-- src  
    |-- WaveToy.c  
    '-- make.code.defn
```


WaveToy Thorn

Directory structure:

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WaveToy/  
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|-- param.ccl  
'-- src  
    |-- WaveToy.c  
    '-- make.code.defn
```

● interface.ccl:

```
IMPLEMENTS: wavetoy_simple  
INHERITS: grid
```

```
PUBLIC:
```

```
CCTK_REAL scalarevolve TYPE=gf TIMELEVELS=3  
{  
  phi  
} "The evolved scalar field"
```

```
CCTK_INT FUNCTION Boundary_SelectVarForBC( \  
  CCTK_POINTER_TO_CONST IN GH, CCTK_INT IN faces, \  
  CCTK_INT IN boundary_width, CCTK_INT IN table_handle, \  
  CCTK_STRING IN var_name, CCTK_STRING IN bc_name)
```

```
REQUIRES FUNCTION Boundary_SelectVarForBC
```

- `schedule.ccl`:

```
STORAGE: scalarevolve[3]
```

```
SCHEDULE WaveToy_InitialData AT CCTK_INITIAL
{
  LANG: C
} "Initial data for 3D wave equation"
```

```
SCHEDULE WaveToy_Evolution AT CCTK_EVOL
{
  LANG: C
  SYNC: scalarevolve
} "Evolution of 3D wave equation"
```

```
SCHEDULE WaveToy_Boundaries AT CCTK_EVOL AFTER WaveToy_Evolution
{
  LANG: C
} "Select boundary conditions for the evolved scalar"
```

```
SCHEDULE GROUP ApplyBCs as WaveToy_ApplyBCs AT CCTK_EVOL AFTER WaveToy_Boundaries
{
} "Apply boundary conditions"
```

WaveToy Thorn cont.

- `param.ccl`:

```
CCTK_REAL amplitude "The amplitude of the waves"
{
  ** :: "Anything"
} 1.0

CCTK_REAL radius "The radius of the gaussian wave"
{
  0:* :: "Positive"
} 0.0

CCTK_REAL sigma "The sigma for the gaussian wave"
{
  0:* :: "Positive"
} 0.1
```

WaveToy Thorn cont.

Directory structure:

```
WaveToy/  
|-- COPYRIGHT  
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|-- doc  
|   '-- documentation.tex  
|-- interface.ccl  
|-- schedule.ccl  
|-- param.ccl  
'-- src  
    |-- WaveToy.c  
    '-- make.code.defn
```

WaveToy Thorn cont.

● WaveToy.c:

```
void WaveToy_Evolution(CCTK_ARGUMENTS) {
    DECLARE_CCTK_ARGUMENTS;

    CCTK_REAL dt2,dx2i,dy2i,dz2i;

    dt2 = CCTK_DELTA_TIME*CCTK_DELTA_SPACE(2);
    dx2i = 1.0/(CCTK_DELTA_SPACE(0)*CCTK_DELTA_SPACE(0));
    dy2i = 1.0/(CCTK_DELTA_SPACE(1)*CCTK_DELTA_SPACE(1));
    dz2i = 1.0/(CCTK_DELTA_SPACE(2)*CCTK_DELTA_SPACE(2));

    /* Do the evolution */
    for (int k=1; k<cctk_lsh[2]-1; k++) {
        for (int j=1; j<cctk_lsh[1]-1; j++) {
            for (int i=1; i<cctk_lsh[0]-1; i++) {
                phi[CCTK_GFINDEX3D(cctkGH,i,j,k)] = 2*(1 - (dt2)*(dx2i + dy2i + dz2i)) *
                    phi_p[CCTK_GFINDEX3D(cctkGH,i,j,k)] - phi_p_p[CCTK_GFINDEX3D(cctkGH,i,j,k)]
                    + (dt2) *
                    ( ( phi_p[CCTK_GFINDEX3D(cctkGH,i+1,j ,k )]
                      +phi_p[CCTK_GFINDEX3D(cctkGH,i-1,j ,k )] ) *dx2i
                    + ( phi_p[CCTK_GFINDEX3D(cctkGH,i ,j+1,k )]
                      +phi_p[CCTK_GFINDEX3D(cctkGH,i ,j-1,k )] ) *dy2i
                    + ( phi_p[CCTK_GFINDEX3D(cctkGH,i ,j ,k+1)]
                      +phi_p[CCTK_GFINDEX3D(cctkGH,i ,j ,k-1)] ) *dz2i);
            }
        }
    }
}
```

WaveToy Thorn cont.

● WaveToy.c cont.:

```
void WaveToy_InitialData(CCTK_ARGUMENTS) {
    DECLARE_CCTK_ARGUMENTS;
    DECLARE_CCTK_PARAMETERS;

    for(int k=0; k<cctk_lsh[2]; k++) {
        for(int j=0; j<cctk_lsh[1]; j++) {
            for(int i=0; i<cctk_lsh[0]; i++) {
                int vindex = CCTK_GFINDEX3D(cctkGH,i,j,k);
                CCTK_REAL dt = CCTK_DELTA_TIME;
                CCTK_REAL X = x[vindex];
                CCTK_REAL Y = y[vindex];
                CCTK_REAL Z = z[vindex];
                CCTK_REAL R = sqrt(X*X + Y*Y + Z*Z);

                phi[vindex] = amplitude*exp( - SQ( R - radius ) / sigma ) );

                if (R == 0.0) {
                    phi_p[vindex] = amplitude*(1.0 - 2.0*dt*dt/sigma)*exp(-dt*dt/sigma);
                } else {
                    phi_p[vindex] = amplitude/2.0*(R-dt)/R*
                        exp( - SQ( R - radius - dt)/ sigma ) )
                        + amplitude/2.0*(R+dt)/R*
                        exp( - SQ( R - radius + dt)/ sigma ) );
                }
            }
        }
    }
}
```

WaveToy Thorn cont.

- WaveToy.c:

```
void WaveToy_Boundaries(CCTK_ARGUMENTS) {  
    DECLARE_CCTK_ARGUMENTS;  
  
    /* Uses all default arguments, so invalid table handle -1 can be passed */  
    if (Boundary_SelectVarForBC (cctkGH, CCTK_ALL_FACES, 1, -1,  
                                "wavetoy-simple::phi", "scalar") < 0) {  
        CCTK_WARN (0, "WaveToy_Boundaries: Error selecting boundary condition");  
    }  
}
```

- make.config.defn:

```
SRCS = WaveToy.c
```


- Example parameter file:

```
Cactus::cctk_run_title = "Simple WaveToy"
```

```
ActiveThorns = "Time Boundary Carpet CarpetLib CartGrid3D CoordBase IOUtil  
                CarpetIOBasic CarpetIOASCII CarpetIOHDF5 SymBase WaveToy"
```

```
Cactus::cctk_itlast = 10000  
Time::dtfac = 0.5
```

```
IO::out_dir          = $parfile  
IOBasic::outInfo_every = 1  
IOASCII::out1D_every  = 10  
IOASCII::out1D_vars   = "wavetoy_simple::phi"
```

```
IOHdf5::out_every = 100  
IOHdf5::out_vars  = "wavetoy_simple::phi"
```